

FIGURE 2: HIGH LEVEL PROCESS FLOW

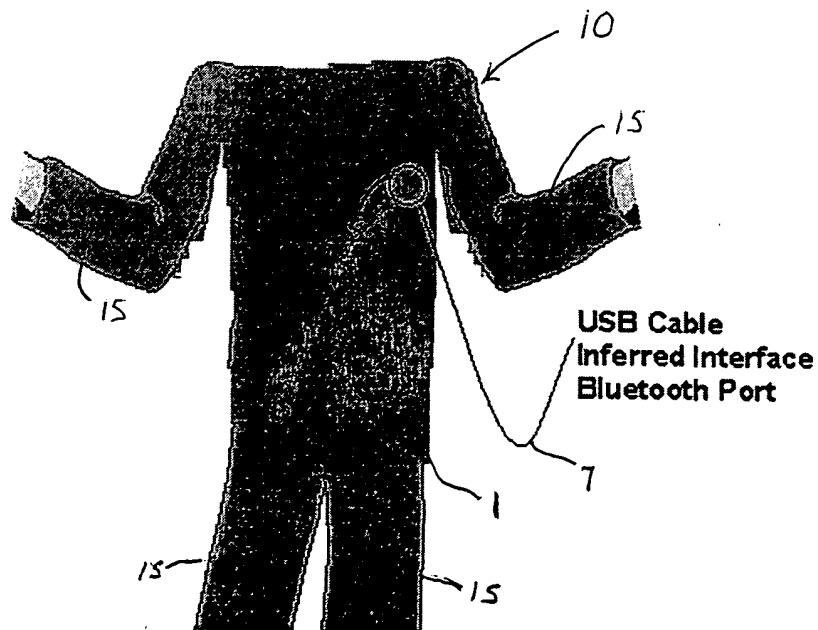


FIGURE 1: INTER-ACTIVE BODY SUITE

TECHNICAL FILED

(PICTURES OF OBJECTS, LOGIC GATES, PSUDEO CODE)

LEGEND

AND

0	0	0
0	1	0
1	0	0
1	1	1

310

NAND

0	0	1
0	1	1
1	0	1
1	1	0

320

OR

0	0	0
0	1	1
1	0	1
1	1	1

330

NOR

0	0	1
0	1	0
1	0	0
1	1	0

340

BUFFER

0	0
1	1

350

INVERTER

0	1
1	0

360

Figure 3 - Logic Gate Tables

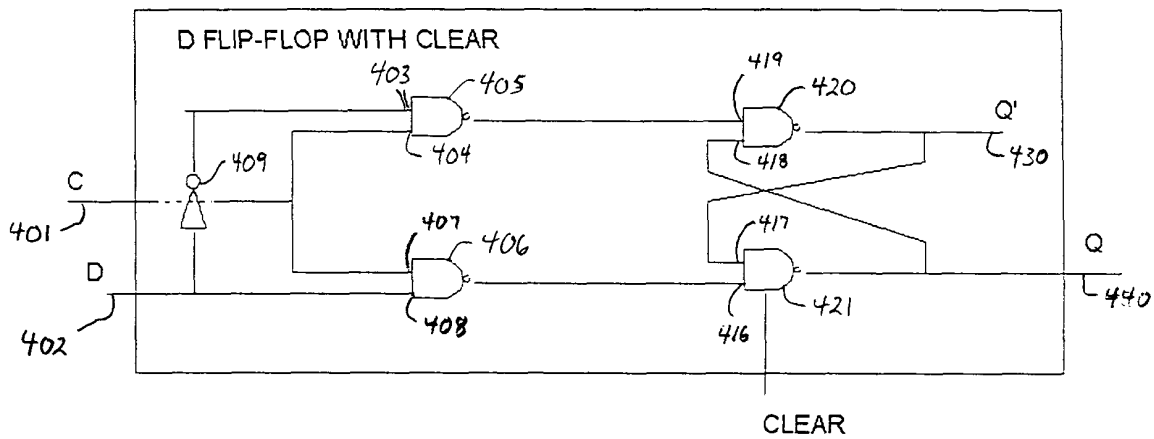


FIGURE 4 - STANDARD D FLIP-FLOP (MEMORY REGISTER)

A	B	C	D	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1
				0	0	0	0	1	1	1	1	0	0	0	0	1	1	1	1
				0	0	1	1	0	0	1	1	0	0	1	1	0	0	1	1
				0	1	0	1	0	1	0	1	0	1	0	1	0	1	0	1
0	0	0	0	1															
0	0	0	1		1														
0	0	1	0			1													
0	0	1	1				1												
0	1	0	0					1											
0	1	0	1						1										
0	1	1	0							1									
0	1	1	1								1								
1	0	0	0									1							
1	0	0	1										1						
1	0	1	0											1					
1	0	1	1												1				
1	1	0	0													1			
1	1	0	1														1		
1	1	1	0															1	
1	1	1	1																1

TABLE 1 OUTPUT FROM 4 X 16 BIT DECODER

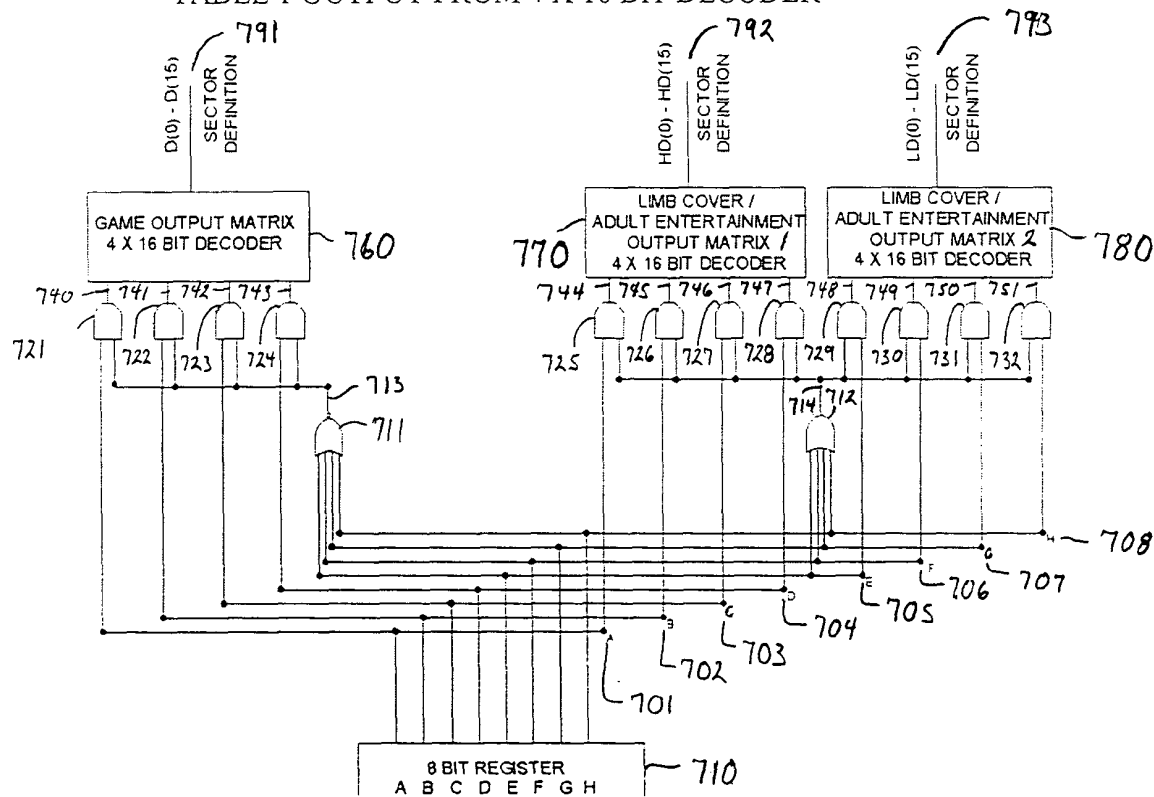


FIGURE 7 DECISION BLOCK GAME MODE / ADULT ENTERTAINMENT MODE / MEDICAL LIMB COVER MODE

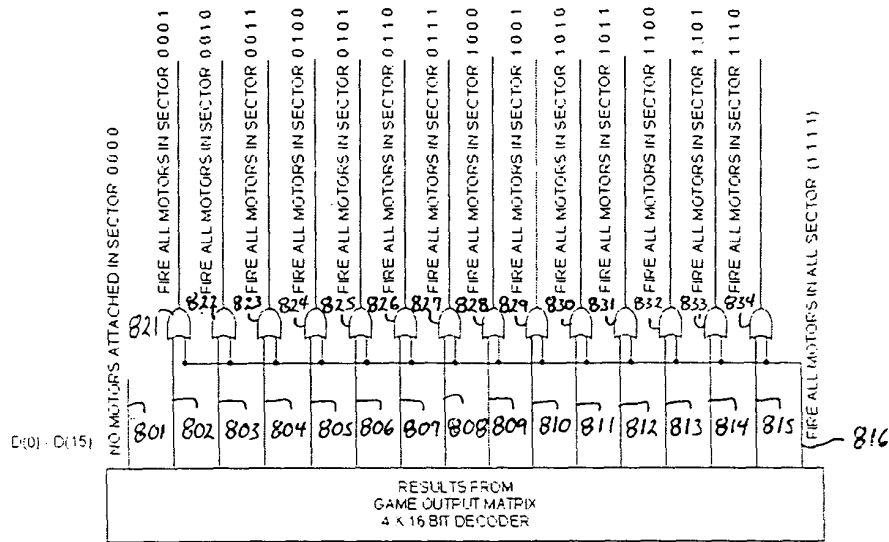


FIGURE 8 RESULTS GAME OUTPUT MATRIX

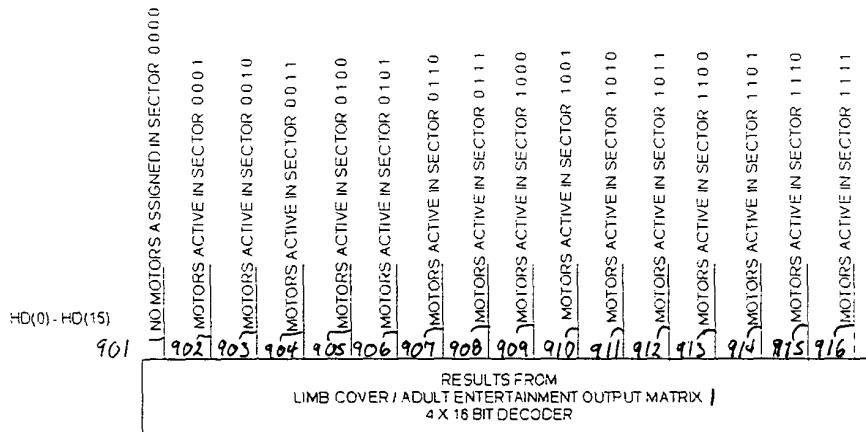


FIGURE 9 RESULTS HIGH ORDER BITS FOR ADULT ENTERTAINMENT AND LIMB COVER OUTPUT MATRIX

A	B	C	D	SECTOR DEFINITION
0	0	0	0	NO MOTORS ASSIGNED, USED FOR CLEAR
0	0	0	1	CHEST SECTOR
0	0	1	0	BACK SECTOR
0	0	1	1	LEFT ARM
0	1	0	0	RIGHT ARM
0	1	0	1	LEFT LEG
0	1	1	0	RIGHT LEG
0	1	1	1	LEFT GLOVE
1	0	0	0	RIGHT GLOVE
1	0	0	1	LEFT SOCK
1	0	1	0	RIGHT SOCK
1	0	1	1	ADULT ENTERTAINMENT FRONT CROTCH

1	1	0	0	ADULT ENTERTAINMENT REAR
1	1	0	1	ADULT ENTERTAINMENT MALE PERIPHERALS
1	1	1	0	ADULT ENTERTAINMENT FEMALE PERIPHERALS
1	1	1	1	SECTORS GAME MODE ONLY - FIRE ALL MOTORS IN ALL ADULT ENTERTAINMENT AND MEDICAL MODE - ADDITIONAL MOTORS FOR GROWTH

TABLE 2 – SECTOR DEFINITION MATRIX

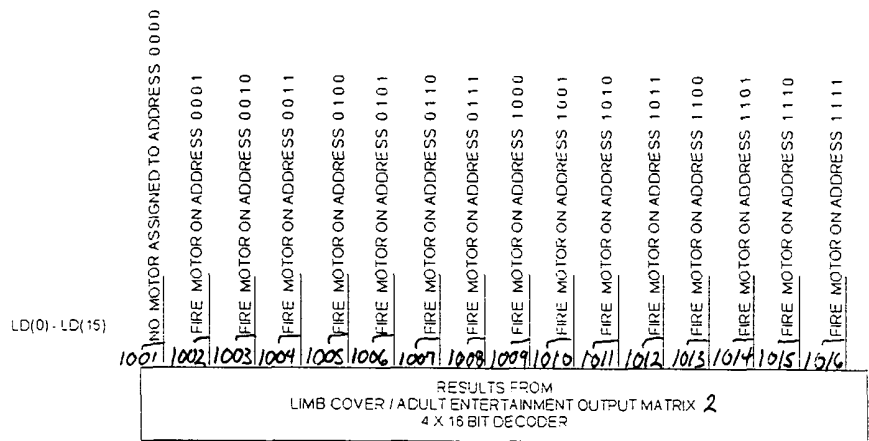
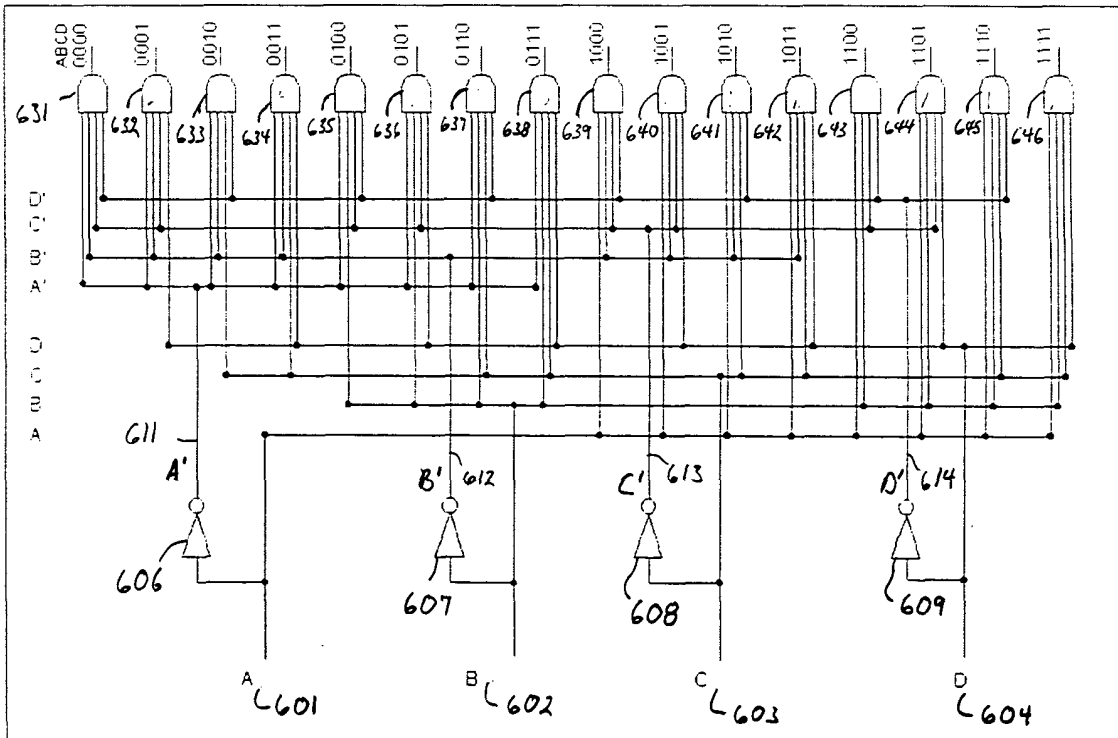
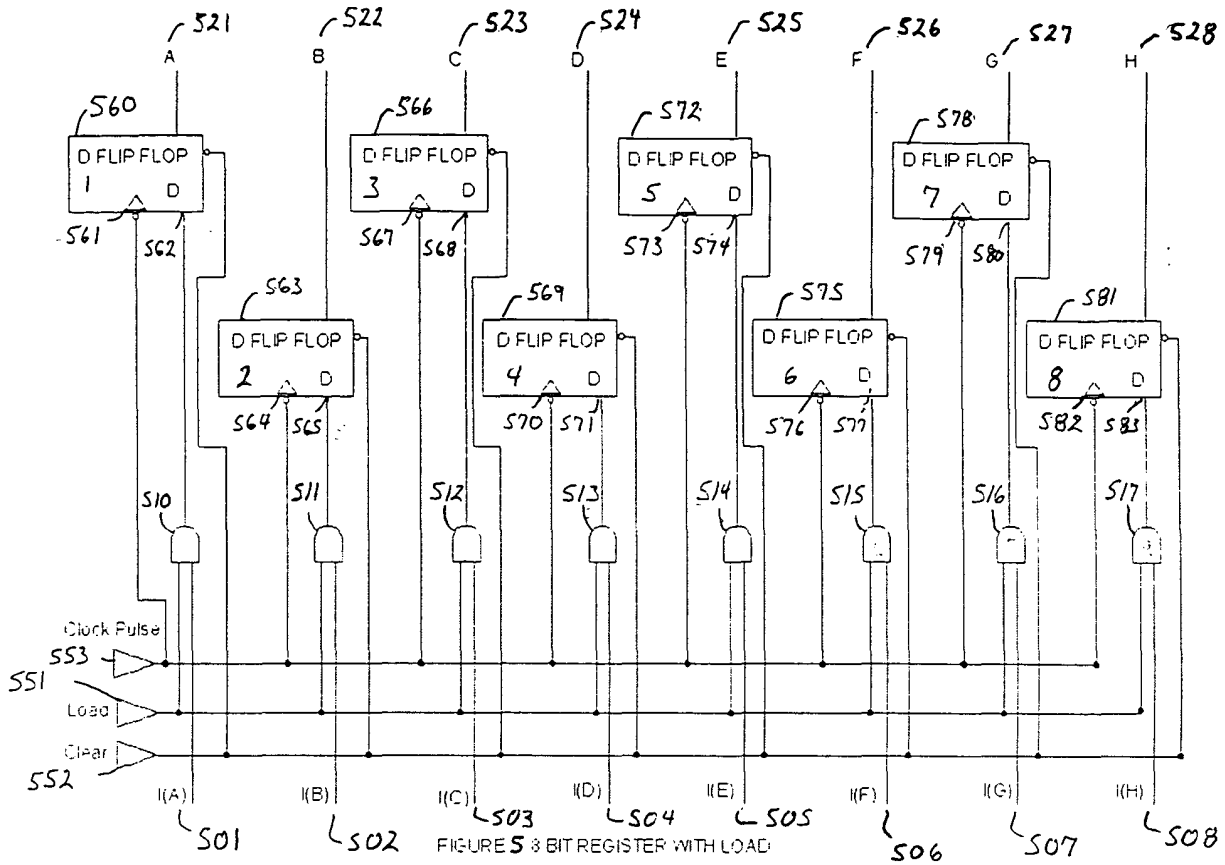
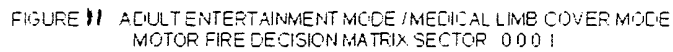


FIGURE 10 RESULTS LOW ORDER BITS FOR ADULT ENTERTAINMENT AND LIMB COVER OUTPUT MATRIX 2





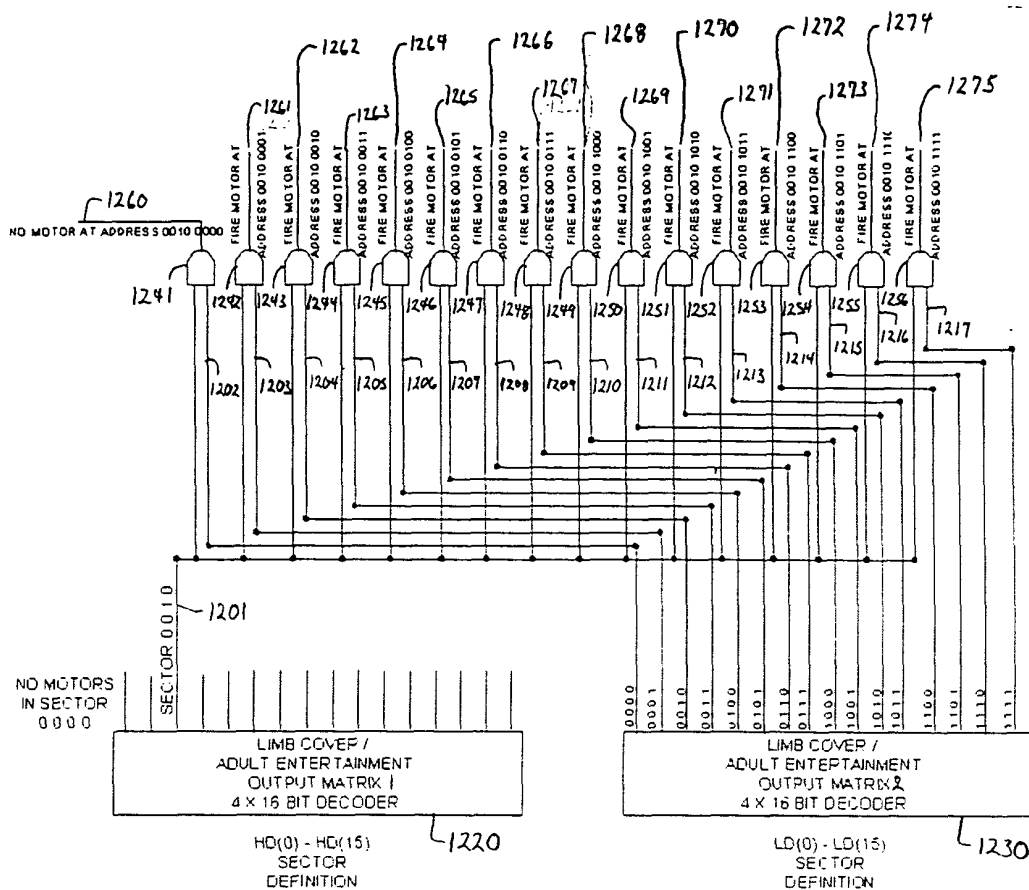


FIGURE 12 ADULT ENTERTAINMENT MODE / MEDICAL LIMB COVER MODE
MOTOR FIRE DECISION MATRIX SECTOR 0010

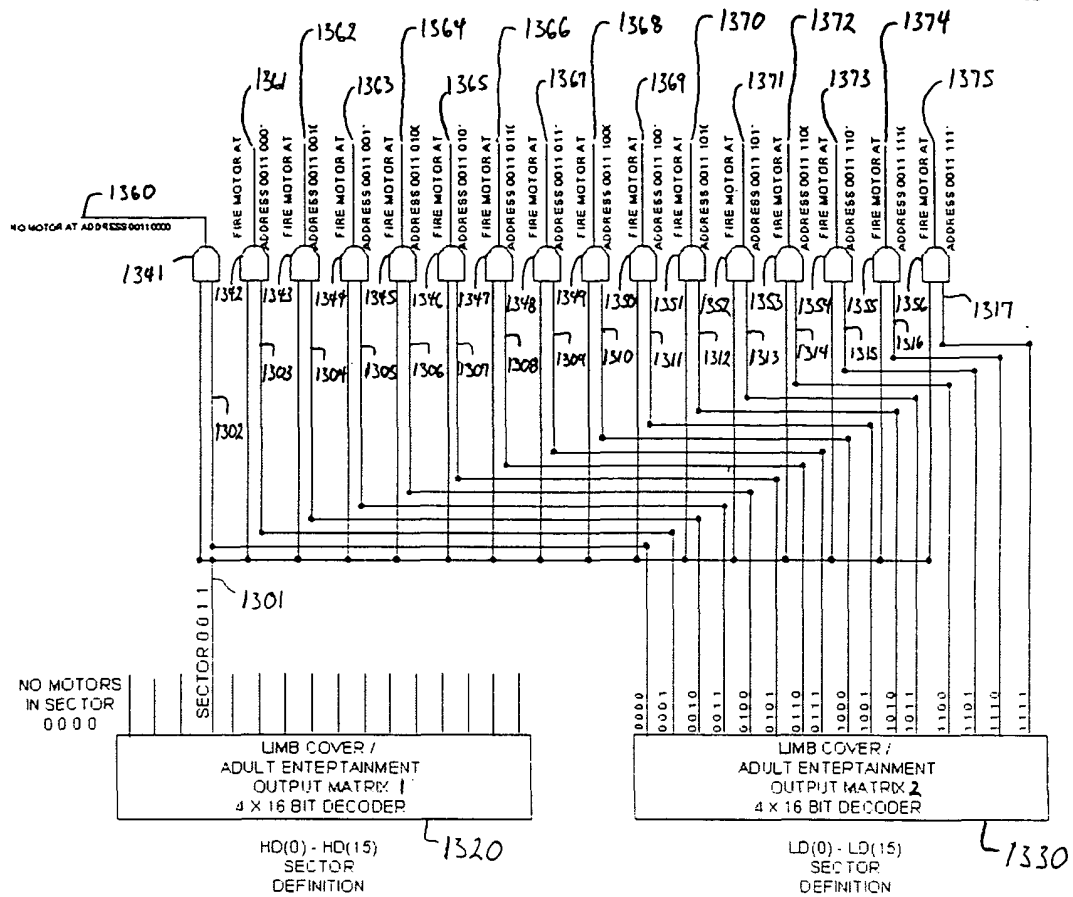


FIGURE 13 ADULT ENTERTAINMENT MODE / MEDICAL LIMB COVER MODE
MOTOR FIRE DECISION MATRIX SECTOR 0011

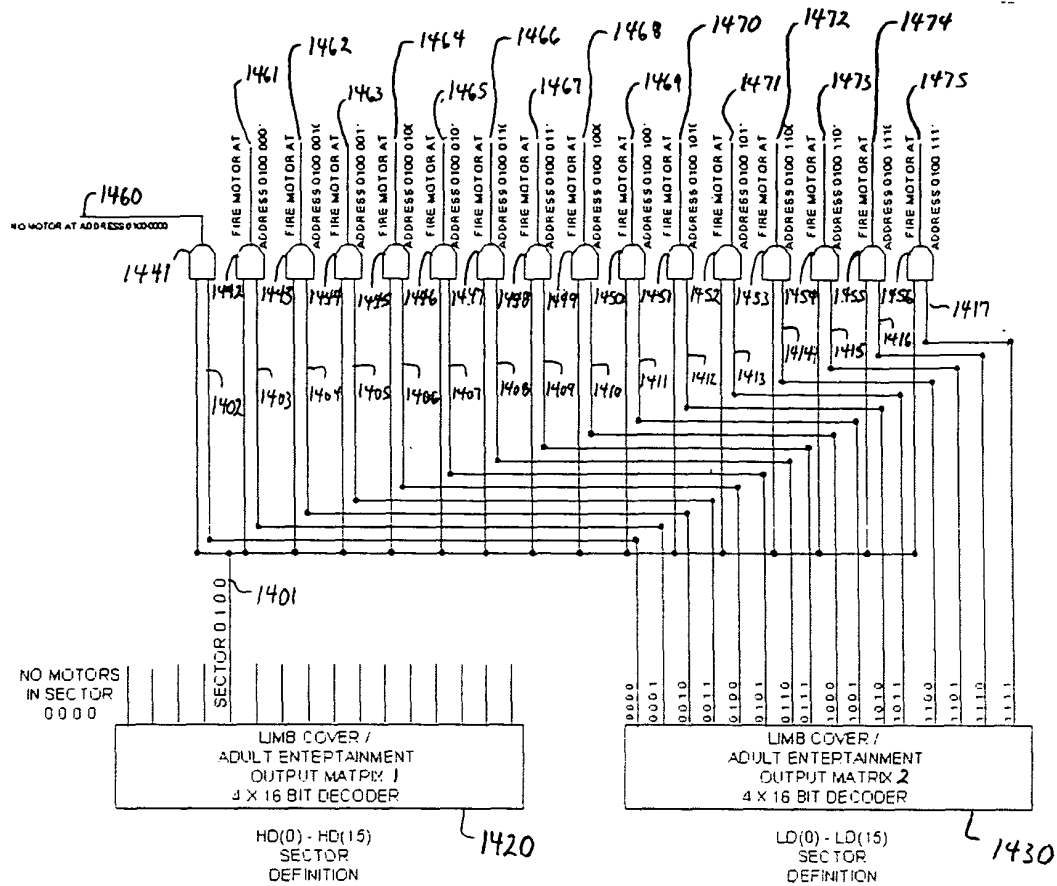


FIGURE 14 ADULT ENTERTAINMENT MODE / MEDICAL LIMB COVER MODE
MOTOR FIRE DECISION MATRIX SECTOR 0100

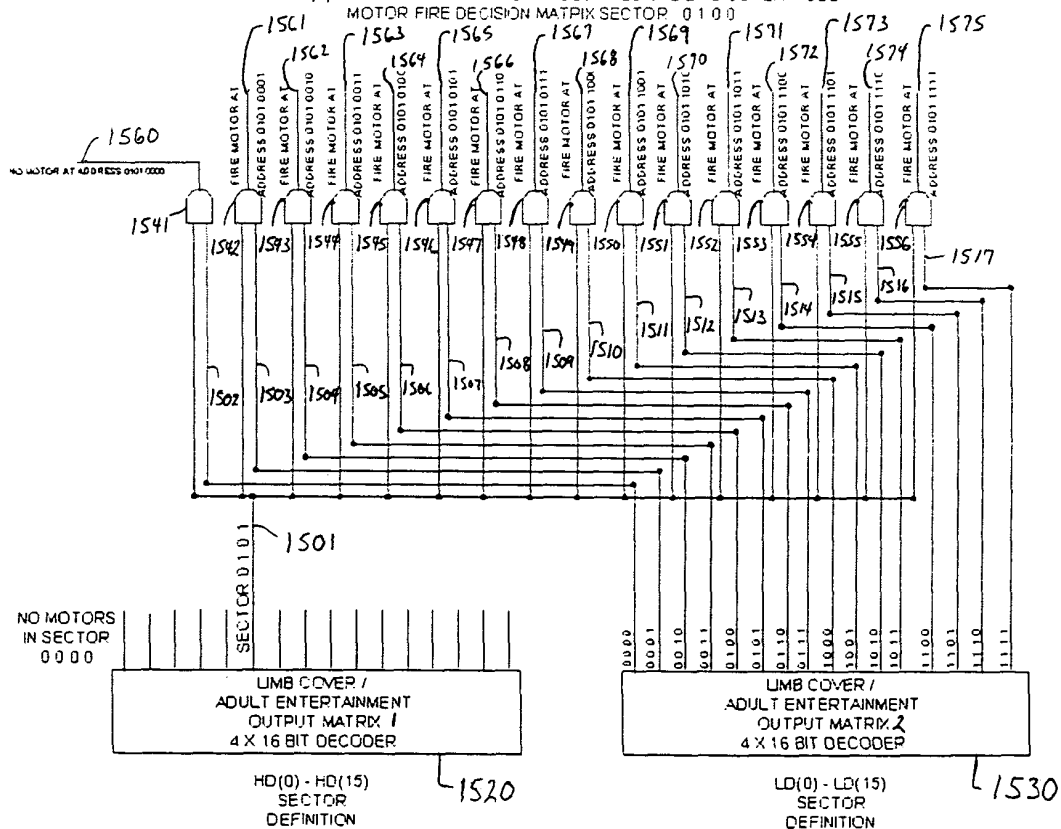


FIGURE 15 ADULT ENTERTAINMENT MODE / MEDICAL LIMB COVER MODE
MOTOR FIRE DECISION MATRIX SECTOR 0101

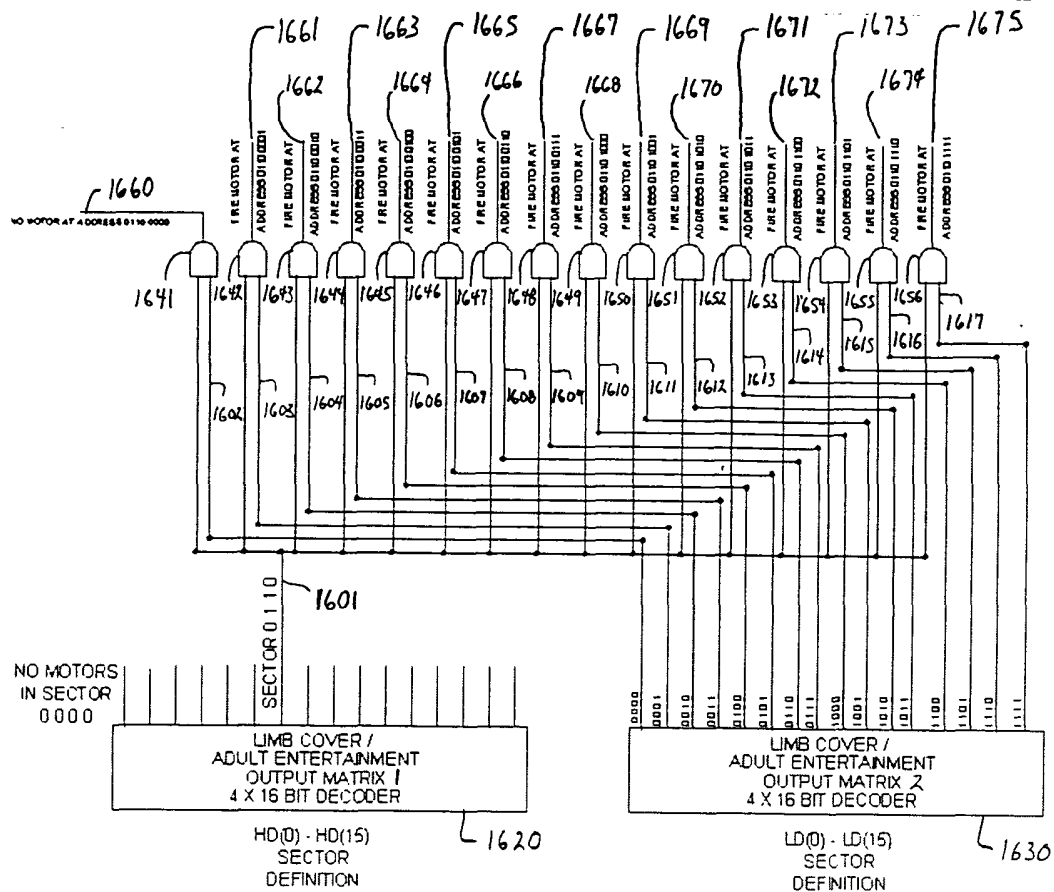


FIGURE 16 ADULT ENTERTAINMENT MODE / MEDICAL LIMB COVER MODE
MOTOR FIRE DECISION MATRIX SECTOR 0110

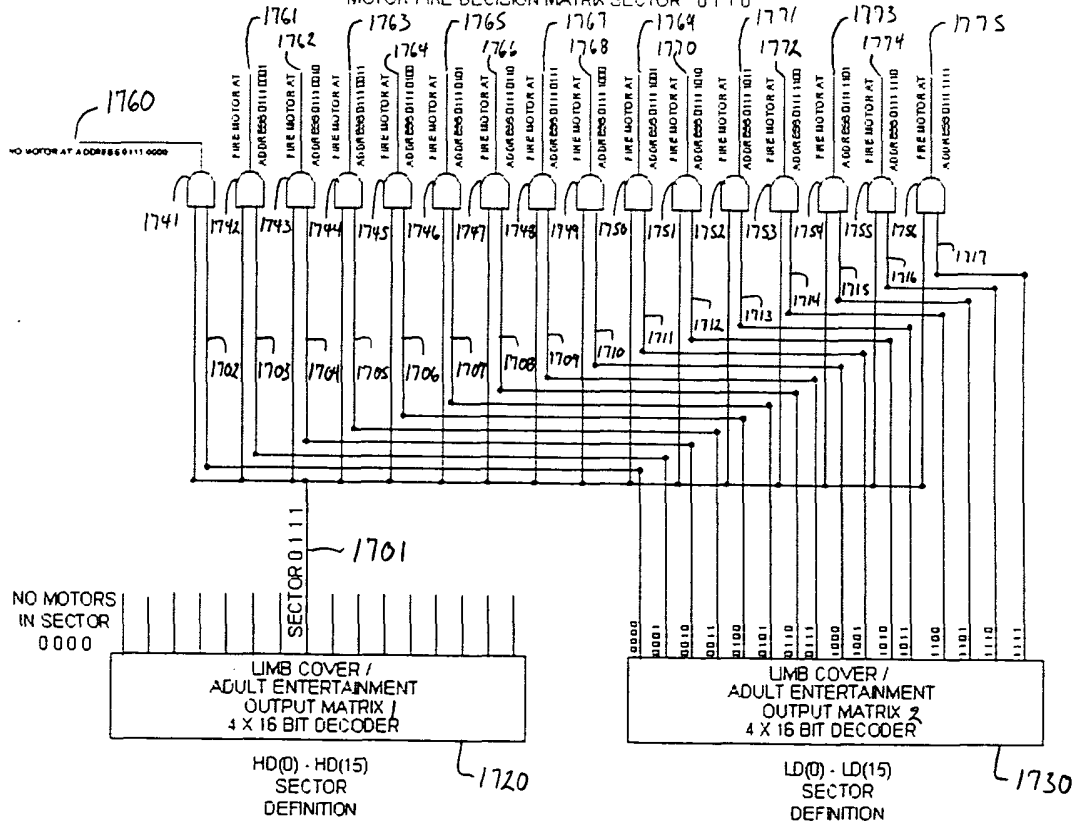


FIGURE 17 ADULT ENTERTAINMENT MODE / MEDICAL LIMB COVER MODE
MOTOR FIRE DECISION MATRIX SECTOR 0111

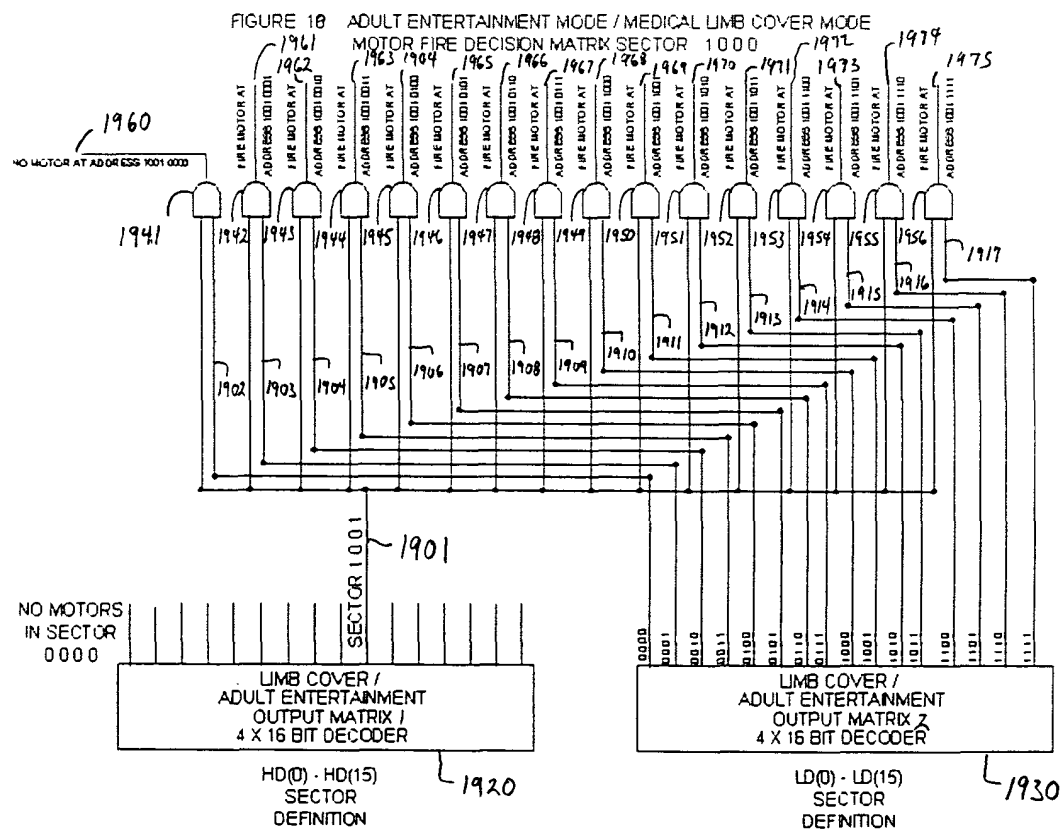
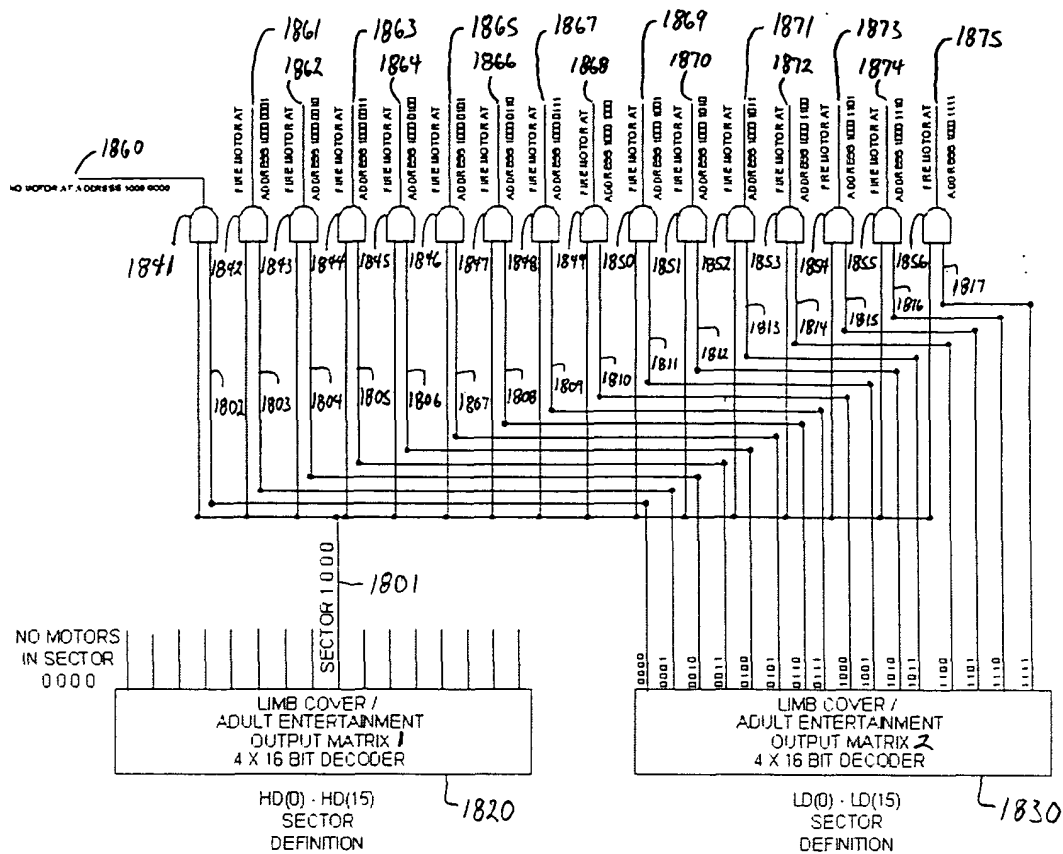


FIGURE 19 ADULT ENTERTAINMENT MODE / MEDICAL LIMB COVER MODE
MOTOR FIRE DECISION MATRIX SECTOR 1001

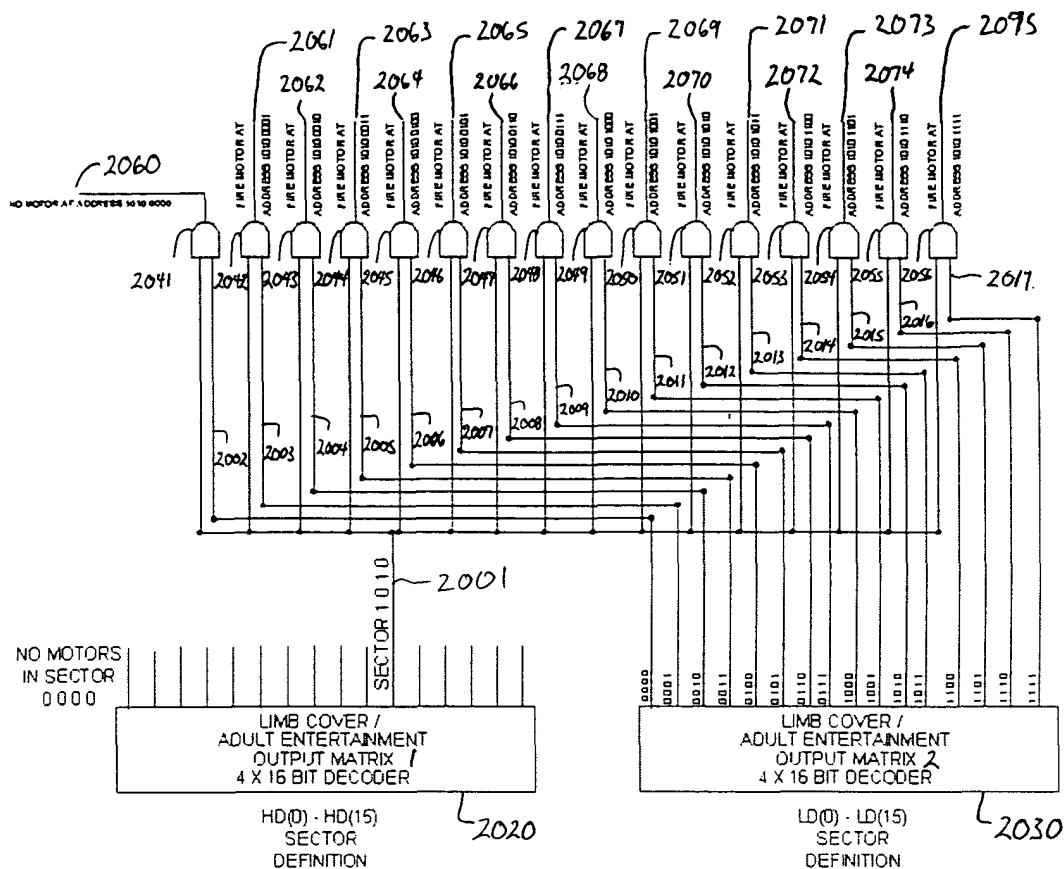


FIGURE 20 ADULT ENTERTAINMENT MODE / MEDICAL LIMB COVER MODE

MOTOR FIRE DECISION MATRIX SECTOR 1010

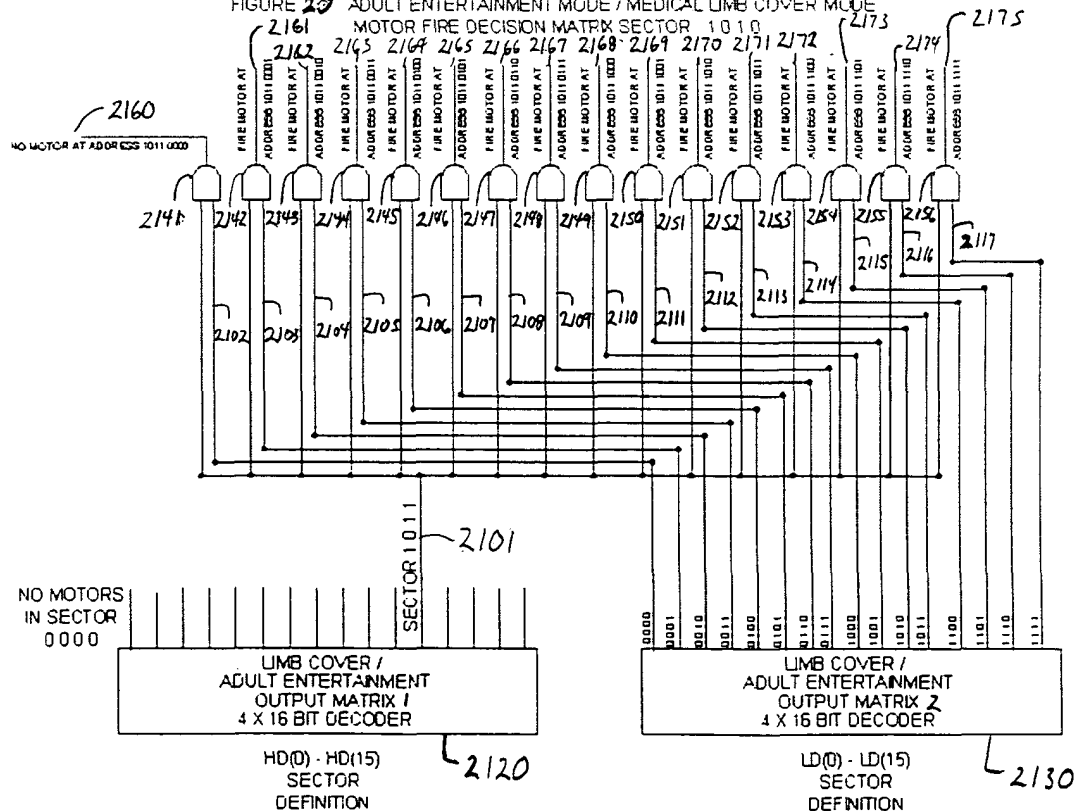


FIGURE 21 ADULT ENTERTAINMENT MODE / MEDICAL LIMB COVER MODE

MOTOR FIRE DECISION MATRIX SECTOR 1011

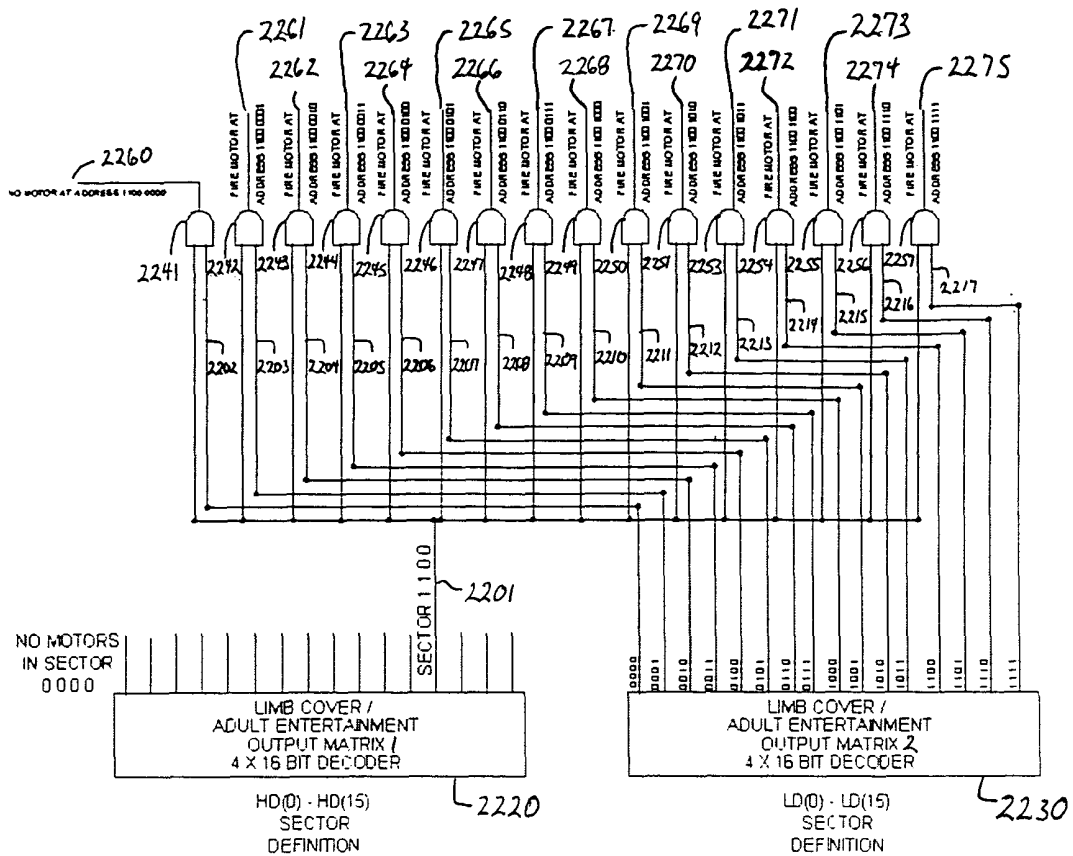


FIGURE 22 ADULT ENTERTAINMENT MODE / MEDICAL LIMB COVER MODE
MOTOR FIRE DECISION MATRIX SECTOR 1100

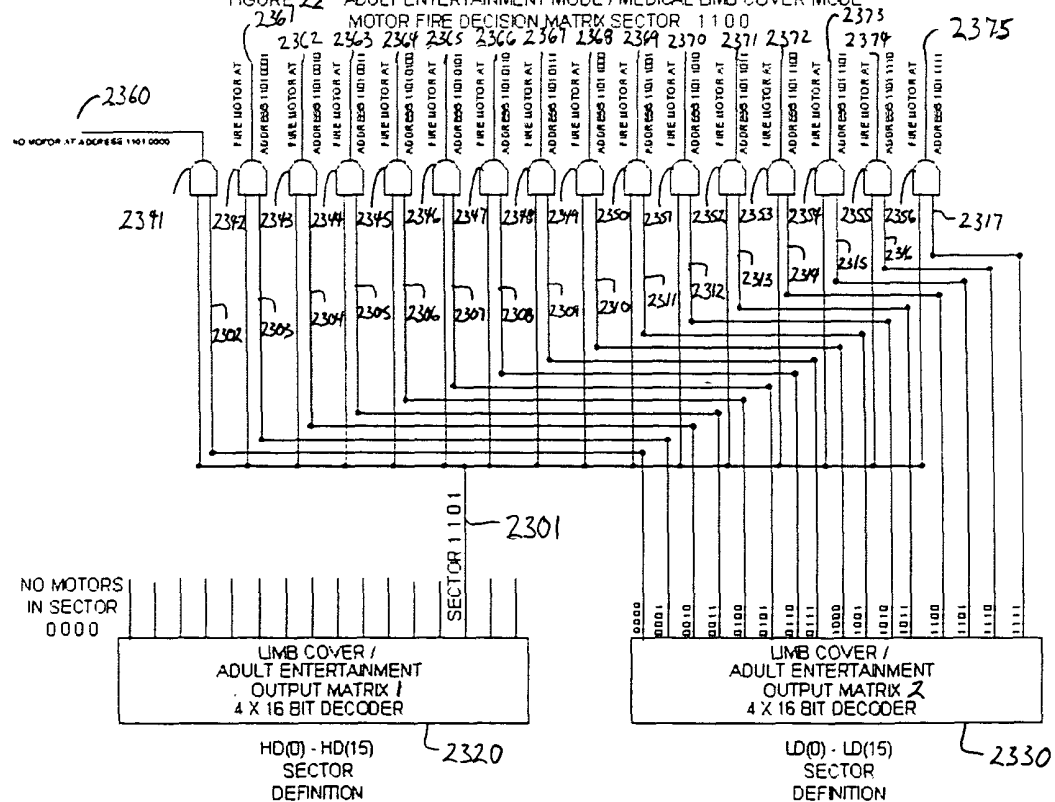


FIGURE 23 ADULT ENTERTAINMENT MODE / MEDICAL LIMB COVER MODE
MOTOR FIRE DECISION MATRIX SECTOR 1101

